

Card Pack Opener - User Manual - Team 7

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1. General Statement

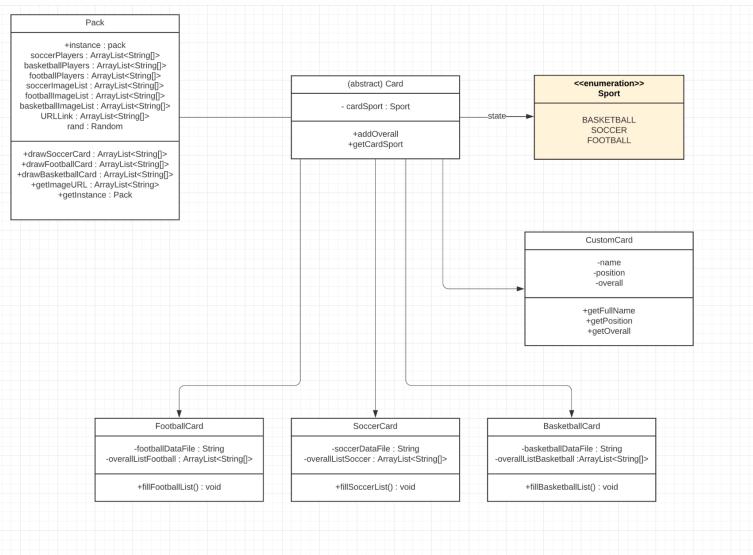
The problem being solved by our program would be the thrill of drawing sports cards without having to physically obtain a pack and saving the user from purchasing sports cards. This benefits non-computer scientists that have an interest in collecting sports cards electronically. This program allows users to make a custom version of a sports card to have a card of themselves and possibly add it to their collection. This program allows the user to open a pack that randomly chooses a player. This pack includes real professional sports players and the user's custom card.

2. Introduction

The domain of this project covers people who are interested in sports and collectible cards along

with general sports enthusiasts and people who would like to see themselves as their own sports card. This is similar to the problem that our program solves. We

provide an interesting and cost-effective way to give sports fans a way to collect their favorite cards as well as feel involved in the action. In our program, we broke the classes down into an original card



User Manual

class which is inherited by the custom card class along with each sport imported card class. These classes just contain lists of cards of real-life professional players. Then we have a pack class that goes through the lists of players and randomly chooses one from the list for the specified sport to then be displayed for the pack opening.

3. Background

When first creating our program we wanted to image the users. We thought of examples of users ranging from curious individuals to avid card collectors and sports superfans. We wanted the user to feel involved in the games and fulfill their sports superstar fantasies. We catered to three major sports soccer, football, and basketball.

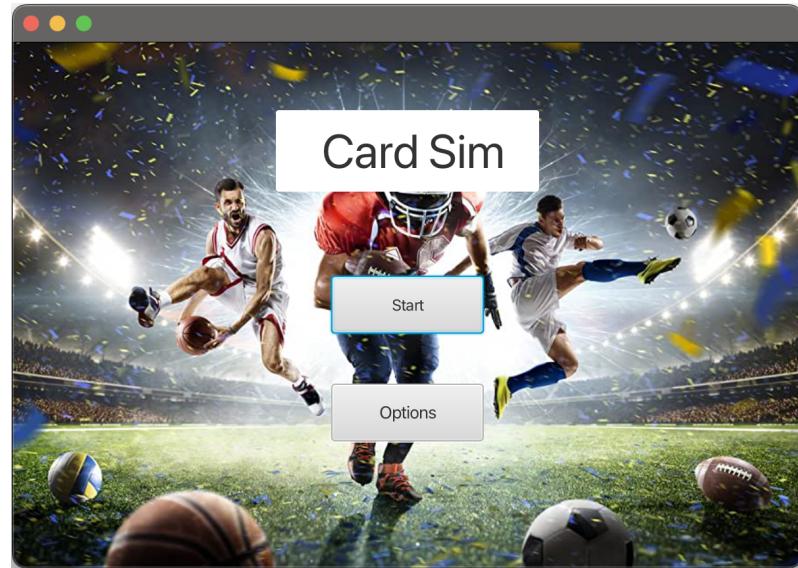
4. Motivation

Our motivation to do this project was simple. We thought it would be an interesting project to work on and also a very unique idea. We are all fans of our perspective teams and thought it was a very fun idea.

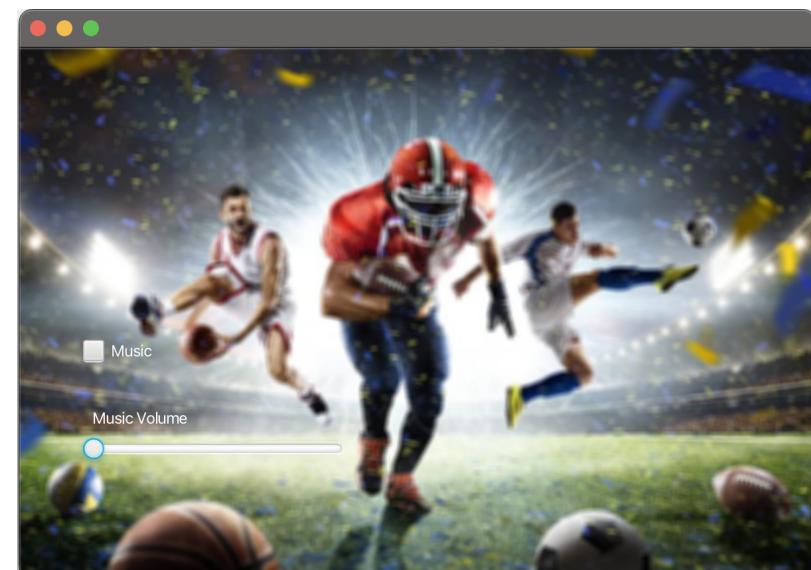
5. Instructions

The program is very simple to use.

User Manual

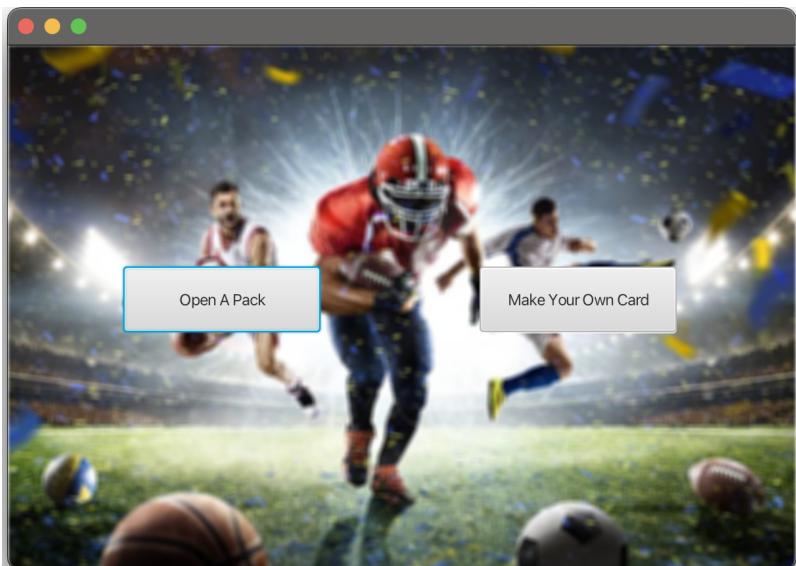


First, the user is met with a menu that allows them to choose between settings and start options.

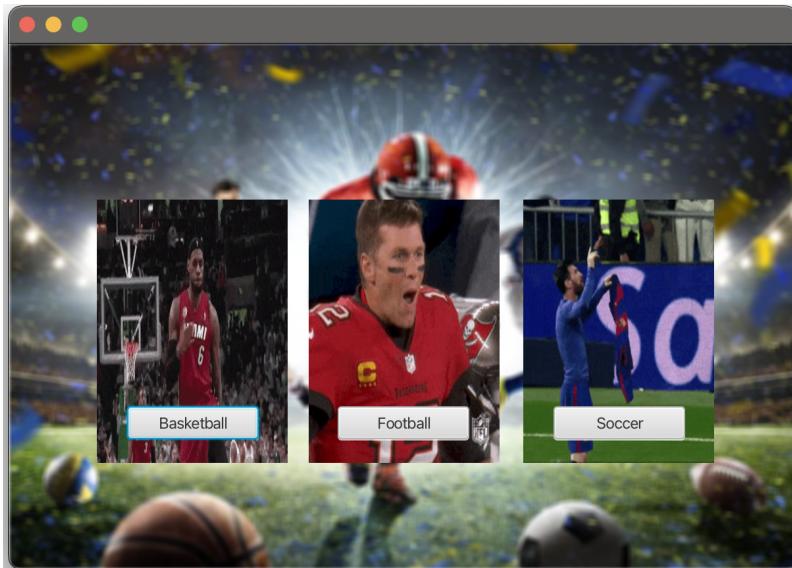


From here the user if the user selects settings they will be met with the option to adjust the volume and turn the music on or off. The volume is a slide and the music is a check box.

User Manual



If the user were to choose start rather than options they would see the next screen which is the option to choose between playing the custom card generator and the custom pack opener.



If the user were to select a pack they would be given the option to choose which sport the pack would be. This means that if basketball is selected then they will only get a basketball player out of the pack.

User Manual



The screenshot shows a computer window displaying a basketball simulator interface. In the center is a blue rectangular player card featuring a portrait of Mike Conley. Below the portrait, the name "Mike Conley" is written in white, followed by the number "87" and the position "G". The background of the card is blue. The card is positioned over a basketball court graphic, which includes a wooden floor, white foul lines, and a hoop at the top.

After selecting a sport, the simulator will produce a random card with a player's profile picture and their stats which include the name, overall, and position.